SEP SARIP HIDAYATTULOH

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Third-year Informatics Engineering student passionate about machine learning, data analysis, and software development. Experienced in developing AI-based applications and working collaboratively in team. Strong problem-solving skills and a proactive learner eager to grow through hands-on industry experience.

EXPERIENCE

Bangkit Academy led by Google, Tokopedia, Gojek & Traveloka - Jakarta, Indonesia　　　　Sep 2024 - Jan 2025

Mobile Development Cohort

- Selected applicants for the Mobile Development learning path focused on Kotlin and Android app development.
- Collaborated in a cross-disiplinary team to build capstone project called "Berongsok", a mobile app that use Machine Learning to classify waste types via image recognition.
- Responsible for Android app development, UI/UX optimization, and integration with cloud storage.

SMKN 4 Jakarta - Jakarta, Indonesia　　　　Mar 2021

Server Infrastructure

- Collaborated as part of a 3-person team to design and deploy server infrastructure for a localized network-based exam system.
- Configured network settings, establishing DNS and DHCP services to support up to 252 simultaneous users within the local network.
- Deployed web-based exam applications into the local network.
- Presented and demonstrated the completed project in a comprehensive final presentation to a panel of 2 stakeholders, successfully highlighting the system's capabilities and operational readiness.

PROJECTS

Smoking Detection System

- Developed real-time system to detect smoking activities in prohibited areas using MobilenetV2 CNN architecture and Haarcascade for face detection.
- Built API using Flask to support the inference process in real-time detection.
- Built with Raspberry Pi 5 and ESP32-CAM for image capture and processing.
- Automatically Triggers audio alerts via speaker when smoking is detected.
- Integrated an educational chatbot to raise awareness about health risks.

PaperRockScissors Classification

- Developed a deep learning model using CNN to classify hand Gestures (rock, paper, scissors).
- Utilized data augmentation and preprocessing with ImageDataGenerator for improved training accuracy.
- Evaluated the model's performance and validated with new data.

EDUCATION

Politeknik Negeri Jakarta - Depok, Indonesia　　　　Sep 2022 - Present

Undergraduate Informatics Engineering, 3.78/4.00

- completed the "Pendataan Alumni" project using kotlin and android studio within 2 days, achieving 70% of the specified requirements.
- Developed in a Computer Graphics course using Processing, the "Aim Training Game" project involved a team of five and was completed within 4 days.
- Developed a zoo application within 11 days using React.js and Tailwind CSS as part of a two-person team.

SMKN 4 Jakarta - Jakarta, Indonesia　　　　Jul 2019 - Jun 2022

Vocational High School Computer and Network Engineering

- Configured Linux Debian Server.
- Configured MikroTik Switches & Router.
- Configured VOIP Phone System.

ORGANIZATIONAL EXPERIENCE

Tikfest - Depok, Indonesia　　　　Apr 2024 - Aug 2024

Head of Operational Division

- Led a team of 7 operational staff, overseeing all logistics and operational planning.
- Conducted surveys and coordinated procurement of apparel and identification badges for 53 committee members.
- Identified, evaluated, and secured two off-campus venues for event activities.
- Procured 16 types of essential supplies to ensure the success of the event.

Computer Student Club - Depok, Indonesia　　　　Jan 2024 - Dec 2024

Head of Cybersecurity Division

- Collaborated with two mentors to develop a beginner-friendly cybersecurity syllabus.
- Responsible for creating material on cybersecurity and teaching it to 30 members.
- Maximizing regular learning once a week with a total of 12 meetings.

Naramuda PNJ - Pengabdian Masyarakat - Depok, Indonesia　　　　Sep 2023 - Oct 2023

Event Division
- Planned and organized an annual community service event for KJMU scholarship recipients, with over 350 participants.
- Developed impactful event concepts for participant inspiration.
- Coordinated with venue managers to ensure space availability for the event.

Naramuda PNJ - **Depok, Indonesia** Jan 2023 - Jan 2024

Informatics and Computer Engineering Coordinator
- Conducting biannual socialization sessions for new and returning applicants of the KJMU Scholarship.
- Assisting 74 scholarship recipients in the Department of Informatics and Computer Engineering with any issues related to managing the KJMU Scholarship.

SKILL, ACHIEVEMENTS & OTHER EXPERIENCE

Language: Bahasa Indonesia (Native), English (Intermediate)

Soft Skills: Team Work, Communication, Critical Thinking, Problem Solving.

Technical Skills: Python, NumPy, Pandas, Flask, TensorFlow, Scikit-learn, OpenCV, Git/GitHub, HTML/CSS, JavaScript, PHP, SQL, React.js, Kotlin.

Achievements (2024): Top 50 Best Capstone Projects – Berongsok App.